

A system for detecting and controlling collusion in a game with a plurality of participating players includes a gaming server and a number of portals in the form of websites on the World Wide Web in the Internet. Each of the portal websites is an online casino website hosted on a corresponding casino web server (not shown). Each of the casino websites is accessible by one or more would-be poker players. Each player accesses the website using a computer with a display and an associated pointing device. The system further includes an administration facility, which communicates with the gaming server along a communication channel, and a collusion detection server in communication with the gaming server via the communication channel.